

Journalistic Design

Career Cluster	Arts, A/V Technology, Communications
Course Code	11106
Prerequisite(s)	Recommended – Intro. to Art, A/V and Communications
Credit	.5 to 1 Credit
Program of Study and	Intro to Arts, Audio Visual Technology and Communications – Journalistic Design – Photography I –
Sequence	Multimedia Design – Media Production
Student Organization	Skills USA, FBLA
Coordinating Work-Based	Field trips, guest speakers, advisory board, job shadowing
Learning	
Industry Certifications	None
Dual Credit or Dual	None
Enrollment	
Teacher Certification	Arts AV Technology & Communications Cluster Endorsement; Visual Arts Pathway Endorsement; *K12
	Classroom Technology; *K12 Educational Technology; *Multimedia
Resources	local postsecondary institutions, media outlets and online tools

Course Description:

Journalistic Design provides students with opportunities to gain insight into technology tools, client expectations and publication procedures. Individuals will explore artistic techniques to effectively communicate ideas and information to selected audiences through digital and printed media. Students will learn fundamentals and tools used to create and manipulate digital graphics. Topics will emphasize career exploration, concept design, tools and various forms of publishing media. The course may concentrate on a particular medium within the selected pathway(s).

Program of Study Application

This course is a Level I pathway course that will prepare a student to successfully enter advanced work in any of the following pathways:

- Printing Technology and Journalism
- Telecommunication/AV Technology and Film
- Visual Arts

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Course Standards

JD 1 Explore opportunities within journalism

Webb Level	Sub-indicator	Integrated Content
Level 1 Recall	 JD 1.1 Investigate career opportunities Examples: Research opportunities for employment Interview a publishing professional Research position requirements, skills, wages, education and geographic opportunities Job shadow an industry professional Tour local media outlet 	Portfolio, SDMyLife.com, South Dakota High School Activities Association, PBS News Hour: Student Reporting Labs, American Society of News Editors, Journalism Education Association, Poynter News University, SchoolJournalism.org
Level 2 Skill/Concept	 JD 1.2 Explain skills needed for journalism Examples: Identify skills needed to communicate and create broadcast script Construct ideas for a client's request Contrast magazines ads to find appealing designs 	

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JD 2 Explore and practice skills of journalistic writing

Webb Level	Sub-indicator	Integrated Content
Level 2	JD 2.1 Identify facets of journalistic writing	High School Broadcast
Skill/Concept	 View and critique a news broadcast for writing style, e.g., persuasive, informative, biased/unbiased Compare and contrast traditional and contemporary writing forms, e.g., inverted pyramid, chronological order Compose a story lead-in in three different formats Construct captions/cutlines for selected graphics and photos Create headlines and subheadlines in publication style format Prepare an article for publication 	Journalism, BBC School Report, PBS News Hour: Student Reporting Labs
Level 2 Skill/Concept	JD 2.2 Explore publishing writing styles Examples: Apply AP Style in editing and revising Complete a video news script template, conversational style Create a rubric clarifying writing style expectations Discuss fact versus opinions versus informed opinions and their roles in journalism Examine legal and ethical issues related to news gathering and writing	PBS News Hour: Student Reporting Labs, Jim Lehrer's Ten Rules of Journalism, Portfolio, Journalism and Broadcast Media
Level 2	JD 2.3 Demonstrate appropriate interview skills	
Skill/Concept	Examples:	
	Take accurate notes for review and story incorporation	
	 Dress appropriately and be on time 	
	Correctly attribute sources within story writing	

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JD 3 Apply design principles and fundamentals

Webb Level	Sub-indicator Sub-indicator	Integrated Content
Level 3 Strategic Thinking	JD 3.1 Explain legal and ethical issues related to publication, design and broadcast Examples: Complete a web quest on legal issues related to publishing Research instructions and forms for registration of publishing projects with copyright office Obtain formal permission for use of an art form, design or photograph in a publication Explore release forms necessary for photographing people and places Identify copyright materials Research how to implement a design as a trademark or a copyright Investigate copyright laws and violation repercussions	Video: "Shattered Glass," Journalism and Broadcast Media
Level 3 Strategic Thinking	 JD 3.2 Interpret design elements Examples: Develop a collection of examples from a variety of professionally designed publications Consider video composition for broadcast Identify negative space in various works of art Research impact of brand marketing with computer graphics Construct color palette for chosen publication Explore the work of Josef Albers in regard to color Demonstrate differences between 2D and 3D graphics 	

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Level 3	JD 3.3 Implement design principles
Strategic Thinking	Examples:
	 Evaluate appropriateness and usability of specific publishing program Compare and contrast differences in page layout, graphic and word processing software Create a presentation to illustrate or describe design principles Identify various file types, such as bitmap, JPG, GIF, TIFF, MPG, WAV, etc. Explore various color technologies, such as process, spot, Pantone, RGB and CMYK Change a photo's hue and saturation in image editing software

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JD 4 Analyze elements of design

Webb Level	Sub-indicator	Integrated Content
Level 1 Recall	JD 4.1 Identify design elements Examples:	Creative Market, Portfolio, Journalism and Broadcast Media
	 Describe major design principles, e.g., line, color, typography, etc. Create a presentation explaining one design element Identify components of a published work, e.g., magazine spread Dress set for proper broadcast tone 	
Level 2 Skill/Concept	 JD 4.2 Analyze principles of typography used in design Examples: Use appropriate graphics and type to inform rather than distract in broadcast medium Create a chart identifying type fonts, styles, sizes and appropriate uses Compare and contrast typography from at least two print sources for composition techniques, typestyle and type of justification Prepare a layout using typography specifications List rules for type in design layout Create a design just using type 	

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Level 3	JD 4.3 Analyze design and layout
Strategic Thinking	Examples:
	 Analyze a publication for readability and attractiveness (use of white space, column width and spacing, grids/guides, margins, and graphic/text placement) Design a layout for a specific publication that incorporates use of white space, appropriate column width and spacing, use of grids and guides, appropriate margins and effective placement of graphic and text elements Create a layout that successfully applies elements of line, shape, texture, and value to create form and space Revise appearance of a current document by incorporating graphic boxes, lines, illustrations, color and/or images Critique a layout for balance, dominance and harmony
Level 3 Strategic Thinking	JD 4.4 Apply page layout techniques Examples: Create a chart that describes each step in the design process Draw a thumbnail sketch of a planned publication Evaluate a publication for target audience and purpose of publication Use the design process to plan a publication Develop graphic design to meet three different needs, e.g., letterhead, return address and screen printing Identify design based on client requirements Create a thumbnail sketch for advertising layout Design PSA poster for local event

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JD 5 Create computer-generated graphics

Webb Level	Sub-indicator Sub-indicator	Integrated Content
Level 2 Skill/Concept	 JD 5.1 Investigate journalism and broadcast software and hardware Examples: Compare and contrast photo editing software Scan or upload a photo to use on computer Research various printers and printing mediums and sizes Create organic shapes using a computer graphic software Adjust brightness and contrast of a photograph Design custom studio backgrounds and/or broadcast graphics Emboss text used in logo 	
Level 2 Skill/Concept	JD 5.2 Modify images to meet publication broadcast needs Examples: Adjust resolution to meet client needs Add a filter to a photograph Add a drop shadow to a graphic object Adjust image parameters to specified needs	

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JD 6 Explore and apply photography and videography techniques

Webb Level	Sub-indicator Sub-indicator	Integrated Content
Level 3	JD 6.1 Investigate characteristics of composition	
Strategic	E analysis	
Thinking	Examples:	
	 Critique photos for appropriate angle, action, reaction, emotion, etc. Justify how photos represent different aspects of photo composition Analyze video clips for accepted composition Define characteristics of a quality composition within created rubric 	
Level 3 Strategic Thinking	JD 6.2 Explore camera settings and equipment to obtain desired images Examples:	
	 Compare and contrast outcomes of manual versus automatic settings Analyze impact of stabilized video on an image Experiment with multiple camera angles to obtain visual image desired by client 	

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JD 7 Produce pathway-specific media

Webb Level	Sub-indicator	Integrated Content
Level 3 Strategic Thinking	JD 7.1 Plan out design process in working with client Examples: Prepare a specific publication for printing Classify target audiences for various businesses Construct questions for a client interview Outline ideas illustrating customer requirements Set a timeline Develop story ideas	
Level 2 Skill/Concept	JD 7.2 Determine production roles Examples: Designate editors, videographers, journalists, on-air talent Define duties and expectations	
Level 4 Extending Thinking	JD 7.3 Create and critique production piece Examples: Generate brochures Construct newsletters Proof, edit and revise a peer's work Submit media to professional for critique	